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1 An empirical comparison of pie vs. linear menus
J. Callahan, D. Hopkins, M. Weiser, B. Shneiderman
May 1988 **Proceedings of the SIGCHI conference on Human factors in computing systems**
Publisher: ACM Press
Full text available: pdf(655.98 KB) Additional Information: full citation, abstract, references, citings, index terms

Menus are largely formatted in a linear fashion listing items from the top to bottom of the screen or window. Pull down menus are a common example of this format. Bitmapped computer displays, however, allow greater freedom in the placement, font, and general presentation of menus. A pie menu is a format where the items are placed along the circumference of a circle at equal radial distances from the center. Pie menus gain over traditional linear menus by re ...

2 Some design refinements and principles on the appearance and behavior of marking menus
Mark A. Tapia, Gordon Kurtenbach
December 1995 **Proceedings of the 8th annual ACM symposium on User interface and software technology**
Publisher: ACM Press
Full text available: pdf(739.81 KB) Additional Information: full citation, references, citings, index terms

Keywords: gestures, marking menus, menu layout, pie menus, user interface design

3 Short papers: Using marking menus to develop command sets for computer vision based hand gesture interfaces
Sören Lenman, Lars Bretzner, Björn Thuresson
October 2002 **Proceedings of the second Nordic conference on Human-computer interaction NordiCHI '02**
Publisher: ACM Press
Full text available: pdf(1.19 MB) Additional Information: full citation, abstract, references, index terms

This paper presents the first stages of a project that studies the use of hand gestures for interaction, in an approach based on computer vision. A first prototype for exploring the use of marking menus for interaction has been built. The purpose is not menu-based interaction per se, but to study if marking menus, with practice, could support the development of autonomous command sets for gestural interaction. Some early observations are reported, mainly concerning problems with user fati ...

Keywords: HCI, computer vision, gesture command, hand gesture, marking menu

4 The limits of expert performance using hierarchic marking menus
Gordon Kurtenbach, William Buxton
May 1993 **Proceedings of the SIGCHI conference on Human factors in computing systems**
Publisher: ACM Press
Full text available: pdf(609.14 KB) Additional Information: full citation, abstract, references, citings, index terms

A marking menu allows a user to perform a menu selection by either popping-up a radial (or pie) menu, or by making a straight mark in the direction of the desired menu item without popping-up the menu. A hierarchic marking menu uses hierarchic radial menus and ...